

Rock Raiders (PC) - Milestone Details

15th October

Smoke effects/dust etc. Put on drills when digging etc.
Having mini-figures digging single or double width tunnels
Re-inforced walls will not allow rock monsters to emerge.
Cave-ins will randomly happen to block tunnels etc. unless the mini-figures have re-inforced the walls.
Lava effects to have added animation i.e. steam rising and small splurt animations to add realism.
Upgrading of vehicles when taken to the repair centre and when there is enough ore reserves.
Implement route-finding to work with single and double sized tunnels
Buildings to be tele-ported down after the 'Building in progress' signs are put on the proposed site.
This will have an accompanying animation as the tele-portation takes place.

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15th November

Implement the latest in game interface
Ability to re-priority the priority list. e.g. Dig, collect ore, collect crystals.

Mini-figure A.I. will allow the mini-figure to interpret the priority list unless directed by the player 'god' to perform a specific task. Once the 'god' task has been completed the mini-figure will resort back to the priority list. The tasks the mini-figure will perform include: collect ore, dig tunnel, collect crystals, re-inforce walls, attack enemy unit.

Transportation of ore and crystals to refinery.

Rock monsters will have the ability to attack, mini-figures, buildings and vehicles. Upon being hit the unit being hit will display it's 'hit' animation.

The alarm message system to be implemented. When units are being attacked.

The advisor being able to offer advice on the mission as well as repeat mission objective etc.

10 game levels created

Refining of ore implemented
Refining of crystals
Implement the power system for buildings

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15th December

Programming

Rock monster AI
Implement tutorial system

LOAD - input data structure, validate, set variables, restart game

SAVE -construct data, input output path, validate, save then option menu to continue game.

Level achieved - reward and level over

Game over Won / Lost

Bonus achieved.

Restart level / game, variables reset

Mid game option screen, variables redefined

Water system implemented.

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